UAB
Universitat Autònoma de Barcelona

2022/2023

Superimposed Voices and Respeaking B-A

Code: 44381
ECTS Credits: 6

Degree	Type	Year	Semester
4315982 Audiovisual Translation	OB	0	2

Contact

Name: Judith Cortés Villaroya

Email: judith.cortes@uab.cat

Use of Languages

Principal working language: spanish (spa)

Other comments on languages

Although the language of teaching is Spanish, students will be able to translate into Catalan.

Teachers

Sara Bonjoch Llaquet

External teachers

Pablo Romero Fresco

Prerequisites

There are no prerequisites.

Objectives and Contextualisation

- Knowing the history and legal context of live subtitling at national and international level.
- Knowing the user's reality.
- Understanding and analysing different audiovisual products with live subtitles.
- Performing live subtitling of various types with their corresponding registers.
- Getting to know the software, techniques and characteristics of live subtitles.
- Acquiring theoretical knowledge and practical skills for creating subtitles using speech recognition.
- Getting to know the voice-over technique and its different working systems: translation for postproduction (with and without script and synch) and for production (translation without script and adaptation).
- Getting to know voice-over conventions and apply them according to the type of product.

Competences

- Act in accordance with the code of ethics of the profession.
- Continue the learning process, to a large extent autonomously.
- Discern the different modes and textual genres of audiovisual translation and media accessibility and their characteristics.

- Manage projects in audiovisual translation, accessibility, multimedia localisation, and translation of web pages and video games.
- Master strategies for the correction, linguistic revision and post-edition of audiovisual products.
- Recognise the translation problems specific to the different modes of audiovisual products and use the knowledge acquired to solve them.
- Translate and make accessible audiovisual products, multimedia products, web pages, video games and software.
- Use specific software to translate and make accessible audiovisual products, multimedia products and video games.

Learning Outcomes

1. Act in accordance with the code of ethics of the profession.
2. Continue the learning process, to a large extent autonomously.
3. Identify and correct errors in products translated through voice-over and respeaking.
4. Identify the principal characteristics of the voice-over and respeaking modes.
5. Produce translations for voice-overs and respeaking that fulfill the industry's professional standards.
6. Produce translations that conform to restrictions of space using respeaking technology.
7. Produce translations that conform to restrictions of space using the voice-over technique, with or without a script.
8. Recognise the financial and professional aspects of the respeaking and voice-over sector.
9. Solve translation problems related to respeaking.
10. Solve translation problems related to voice-overs.
11. Use software to translate through speech recognition.
12. Work in and lead teams engaging in translation for voice-over or respeaking.

Content

Voice over

- Theoretical aspects of voice over. Synchronies and main features.
- Practical aspects of voice over: typology and working systems, time codes, formatting and script types.
- The translation of documentaries: narrators and interviewees.
- The translation of realitiy shows and film additional materials.
- Aspects of linguistic variation, terminological and formal aspects.
- Translation of unknown languages with English script.
- Translation with and without script.

Respeaking

- Live subtitling: definition, origins and types of subtitles.
- National and international panorama of live subtitling.
- The user: reception of live subtitles.
- Familiarization with the creation of subtitles through speech recognition software.
- Familiarization and techniques to create subtitles by respeaking.
- Respeaking practice with Dragon software with videos of different formats, live television, congresses and other uses of respeaking.
- Tricks and techniques for a good, efficient and accurate result.
- Research practices, dictation, self-editing and joint editing.
- Current affairs programmes, sports, entertainment, congresses, live events.
- Working conditions and risk prevention for subtitlers.

Methodology

The tools provided by UAB Virtual Campus and Teams Plataform are used for virtual teaching modalities.
The following methodologies will be used:

- Performing translation tasks.
- Performing translation projects.
- Exercises resolution.
- Performing of individual/group work.
- Debates (in forums).
- Cooperative learning techniques.

Didactic activities are organized in three blocks, according to the degree of autonomy required:

- a) Directed activities: the management of the lecturer is required to perform these activities.
- b) Supervised activities: a more or less punctual supervision by the lecturer is required to perform these activities.
- c) Autonomous activities: student organize themselves in time and effort in an autonomous way (individually or in groups).

Annotation: Within the schedule set by the centre or degree programme, 15 minutes of one class will be reserved for students to evaluate their lecturers and their courses or modules through questionnaires.

Activities

Title	Hours	ECTS	Learning Outcomes
Type: Directed			
Online master classes and problem solving	36	1.44	1
Type: Supervised			
Activities supervised by the lecturer	18	0.72	1, 2
Type: Autonomous			
Autonomous work of students	96	3.84	1

Assessment

Assessment

Assessment is continuous. Students must provide evidence of their progress by completing 4 tasks. Task deadlines will be indicated in the course schedule on the first day of class. The information on assessment activities and their weighting is a guide. The subject's lecturer will provide full information when teaching begins.

Review

When publishing final marks prior to recording them on students' transcripts, the lecturer will provide written notification of a date and time for reviewing assessment activities. Students must arrange reviews in agreement with the lecturer.

Missed/failed assessment activities

Students may retake assessment activities they have failed or compensate for any they have missed, provided that those they have actually performed account for a minimum of 66.6% (two thirds) of the subject's final mark and that they have a weighted average mark of at least 3.5.

The lecturer will inform students of the procedure involved, in writing, when publishing final marks prior to recording them on transcripts. The lecturer may set one assignment per failed or missed assessment activity or

a single assignment to cover a number of such activities. Under no circumstances may an assessment activity worth 100% of the final mark be retaken or compensated for.

Classification as "not assessable"

In the event of the assessment activities a student has performed accounting for just 25% or less of the subject's final mark, their work will be classified as "not assessable" on their transcript.

Misconduct in assessment activities

Students who engage in misconduct (plagiarism, copying, personation, etc.) in an assessment activity will receive a mark of "0" for the activity in question. In the case of misconduct in more than one assessment activity, thestudent involved will be given a final mark of "0" for the subject. Assessment activities in which irregularities have occurred (e.g. plagiarism, copying, impersonation) are excluded from recovery.

Assessment Activities

Title	Weighting	Hours	ECTS	Learning Outcomes
Continuous assessment exercises (voice-over)	10	0	0	1, 5, 3, 12, 10, 2, 7
Participation in class/fora of Respeaking	10	0	0	1, 4, 8, 9, 2
Participation in voice over fora	10	0	0	1, 8, 10, 2, 7
Respeaking exercise 1	20	0	0	1, 5, 3, 4, 9, 2, 6, 11
Respeaking exercise 2	20	0	0	1, 5, 3, 4, 9, 2, 6, 11
Voice over exercice 2	15	0	0	1, 5, 4, 10, 2, 7
Voice over exercise 1	15	0	0	1, 5, 4, 10, 2, 7

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Live subtitling

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Software

Respeaking

Dragon Naturally Speaking and Webcaptioner.